

What is claimed is:

- Sub B1*  
1. A method comprising:

creating a first window to receive video which at least partially overlaps a second window on a region of overlap of a display;  
setting the pixels of the first window to a chroma color;  
setting background pixels of the second window in the region of overlap to the chroma color; and  
configuring the second window to draw after the first window.

2. The method of claim 1 further comprising:

configuring the first and second windows as children of a common parent window.

3. The method of claim 1 further comprising:

configuring the second window to receive user interface events.

4. The method of claim 1 in which configuring the second window to draw after the first window further comprises:

setting the style of the second window to transparent.

- Sub B2*  
5. A method comprising:

creating a first window which at least partially overlaps a second window in a region of overlap on a display;

configuring the first and second windows to move correspondingly to one another;

configuring the first and second windows such that the region of overlap is always

*P2*  
drawn first with a chroma color and then drawn with other colors representing  
window elements; and

rendering video only to areas of the region of overlap which have the chroma color.

6. The method of claim 5 further comprising:

configuring one of the first and second windows to receive user interface events.

- Sub P5*  
7. An article comprising:

a memory having stored thereon instructions which, when executed by a processor,

result in

creating a first window to receive video which at least partially overlaps a second  
window on a region of overlap of a display;

setting the pixels of the first window to a chroma color;

setting background pixels of the second window in the region of overlap to the  
chroma color; and

configuring the second window to draw after the first window.

8. The article of claim 7 in which the instructions, when executed by the  
processor, further result in:

configuring the first and second windows as children of a common parent window.

9. The article of claim 7 in which the instructions, when executed by the processor, further result in:

configuring the second window to receive user interface events.

10. The article of claim 7 in which the instructions, when executed by the processor to configure the second window to draw after the first window, result in:

setting the style of the second window to transparent.

*Sub  
PP* 11. An article comprising:

a memory having stored thereon instructions which, when executed by a processor,

result in

creating a first window which at least partially overlaps a second window in a region

5 of overlap on a display;

configuring the first and second windows to move correspondingly to one another;

configuring the first and second windows such that the region of overlap is always

drawn first with a chroma color and then drawn with other colors representing window elements; and

10 rendering video only to areas of the region of overlap which have the chroma color.

12. The article of claim 11 in which the instructions, when executed by the processor, further result in:

configuring one of the first and second windows to receive user interface events.

*SJ  
BS* 13. A system comprising:

a processor;

a memory coupled to the processor by way of a bus, the memory having stored thereon instructions which, when executed by a processor, result in

5      **B5** creating a first window which at least partially overlaps a second window in a region of overlap on a display;

configuring the first and second windows to have a common parent window;

10     configuring the first and second windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and

rendering video only to areas of the region of overlap which have the chroma color.

14.    The system of claim 13 in which the instructions, when executed by the processor, further result in:

configuring one of the first and second windows to receive user interface events.

15.    The system of claim 13 in which the instructions, when executed by the processor to configure the first and second windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements, result in:

5        setting the style of one of the first and the second windows to transparent.